
Disney Universe Full Crack [hacked]



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About This Game

Disney Universe is an off-the-wall non-stop action-adventure video game where Disney worlds and characters mix up for the first time. Players will be able to suit up in iconic character costumes and face challenges in legendary Disney worlds. Battle through each world and experience a different style of gameplay, with various movie-inspired storylines being explored throughout the game. Players can defeat enemies, collect coins and power-ups, unlock new costumes and explore with friends in a mix-up of worlds inspired by numerous Disney and Disney•Pixar films.

Title: Disney Universe
Genre: Action, Adventure
Developer:
Eurocom
Publisher:
Disney Interactive
Release Date: 25 Oct, 2011

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English,French,Italian,German,Czech,Danish,Dutch,Norwegian,Polish,Russian,Swedish







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Would like to see more animated content for VR. This game is... well, it's a much worse First-Person-Puzzler than most of the genre. It's like they looked at some FPPs, said "hey, we can do that too!" Then proceeded to mimic Starry Night with a two year old's dexterity and finger paints.

The gameplay is alright. There are some... questionable design choices. The way blocks are drawn to you, the way you move/jump with the magnetic propulsion... it's clunky. Realistic, some may say, but I think it suffers for it. The general idea with a platformer (and this game is a platformer to some great degree) is that movement needs to be fluid, or if nothing else, make some internal sense. I feel the way the magnetic jumping and 'gliding' works is rather poor, and could have easily been smoothed out to make for a better game (at least in it's platformer aspects).

The music is alright, not that it's going to win any awards. When it wanted to get my heart pounding it could, though the audio direction was sort of lacking when it came to ending said heart-pounding music. More often than not, it just sort of... fades. And fades FAST. Making it feel odd and sort of choked when it ends. However, that's not the only audio direction that could use some work in this game. The voice acting... ah, the voice acting. This is a subject of ridicule from many reviewers. I usually think the internet is too harsh on games with limited budgets and their voice acting, but I can't help but think that, after recording a few lines for the warden, someone HAD to listen to them. Then, that someone had to say "Yeah, that's good." before it could ship. Who said that? I'd like to have words.

Aside from the (at times comically, at times cring-worthily) over-acted voices, the game was also poorly written. If a game is well written and well voiced, many people can forgive a plethora of flaws. I'm one of those people. However, if a game is poorly written, good voice acting can help it still hold together, if the game is good. Same goes for a well-written, poorly-acted game.

This game is hitting hard on middle-of-the-road voice acting, meets high-school fanfic writing level. The game starts by telling you... pretty dumb stuff. Things you don't care about, things you won't bother remembering, things to "draw you in" to a world it's given you no reason to buy into. It simultaneously tries to get you to "believe" in this world, and also use it as a paper-thin backdrop to excuse some strung-together puzzles. Advice: Pick one. We don't care, just don't waffle.

Heavy sigh. Okay. There is some good news: There was one puzzle I found fun. The bad news? They introduce time limits to puzzles. No, you're NOT allowed to figure it out at your own pace. I always had plenty of time when they announced that they would gas me to death in T minus X, but it always made me aware that there are some people who would be very upset at how they couldn't just take their time and figure out a puzzle. I like Talos Principle, Portal, and some other FPPs because I find them relaxing. I can take my time, figure things out, have fun. Not here. Rush, rush, rush. You're not allowed to pause for very long at

any given time.

This, combined with the fact I said I enjoyed ONE puzzle. Out of the entire (way too easy) prologue, with the constant, annoying, over-explaining voices in my ears, and the 12 levels I played after the prologue, I enjoyed ONE. That's not good, people. For those of you missing this, even if I count the prologue all as one level, that's 13% enjoyment out of this game so far. That's a failing grade no matter HOW you slice it.

The art is pretty good. Like the audio, this one isn't winning any awards, but it's not clipping, it's not blurred where it shouldn't be, so all-in-all they did good there. The models, hitboxes, all fluid, so points to the 3D assets team members.

TL;DR

Bad game. Not enough fun-out to effort-in ratio.. Fun, short game.. Carenado's Cessna 172N Skyhawk II is a great first-payware plane. When the 172N was being produced, customers were able to customize the 172N's panel however they liked it. Whether basic 6-pack gauges for basic VFR flying, or full blown IFR set with full radio and autopilot. However, Carenado decided to make this a VFR plane. Right off the bat, I will warn you that there is no autopilot, and it has basic navigation instruments and a basic radio. This is basically one of the perfect hands-on VFR airplane. But considering how damn stable the airplane is, with the right amount of trim, she'll fly just fine without control inputs and without autopilot either. I haven't flown IFR yet (IRL and in FSX), so I don't know if this plane is IFR suitable, but it might just be able to perform IFR flight, considering it has nav frequencies and a VOR/OBS instrument.

Pros:

- Beautiful model and textures
- Very stable and forgiving
- Wonderful for VFR flying, especially cross-country
- Some features in the cockpit are movable/clickable such as the windows, sun shades, passenger seat, baggage door, etc.
- Excellent sounds
- Easy to fly
- Goes great with accu-feel
- Wheel pants are added, and you can choose a texture that doesn't have them
- Haven't found any bugs with the plane yet

Cons:

- Basic gauges and radio stack
- No autopilot
- Can't swap radio frequencies
- No heading bug on heading indicator (this drove me insane a first)
- Panel night light is too bright
- Flies almost too stable, and has a flying-on-rails feel to it sometimes (accu-feel can kinda fix this)

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- If you put the plane in a intentional spin. it will spin out of control and basically goes crazy if you hold it into a spin too long.
Overall this is a great first-payware plane and I highly recommend it if you are the type that loves VFR hand-flying and cross-country trips. This is also great for basic training.

I give this 172N a 9/10. find all the doritoes to win the game. I LOVE THIS GAME!!!!!! Looks simple. Low price. Easy to learn. But as an actual Pole. I can say it's true that it's a good idea to avoid every other country anyway. In all seriousness, this is legit political commentery folded into a deceptively simple game, and i love it.. drifted a corner in a firetruck.. 10/10 would play more. Awesome! The game is as charming as other Cladun games. Really great stuff.

Would love to say that this game is good. But its simply just bad. I do love the sport of handball, but this game is so shallow on all areas. Gameplay is bad in my opinion and its hard to play on a computer.

Handball is in my opinion a hard game to make like FIFA because of the fact that there is so many elements in handball that would be hard to control. I do understand the choice of trying out the EA FIFA module because you see how much money they are getting. But if I had the liscens for this I would much rather take the Football Manager path, and I believe that this would fit the game much better. When you can make tactics before hand and use your time on "getting ready" I think a game like that would have much more depht and be a better representative of the sport that is Handball.

I would not buy this game! But sadly I did.. Crash the game first 2 minute, would not let me cast . Boat un controllable All around BAD time. Will un install now.. suicide enducing game. I hate this game. It has absolutly no unique ideas in the anti-game genre and you can get the same experience from just playing something free on miniclip or itch.io. I actually really like this DLC. Sure, it has bugs, which the devs seem in no great rush to fix, however, considering the size, and the different varying routes it has to offer, this is actually really good value, especially when compared to the Gladbeck DLC. My main criticism of this, is the manual. When it is compared against Gladbeck, it really is laughable. No instructions on the IBIS, and not even all of the routes are listed which is a real shame. I really hope that this is fixed and updated.

Overall, I'd give this a 7 out of 10 as to where I think the product could get to, and I hope the devs do carry on updating it..
Overall Rating: ★★★★★

This game is a first person shooter.

I'll admit it, I'm biased when it comes to these kinds of games. These are the games that got me into PC gaming when I was itty bitty. It's difficult to find a genuine old time first person shooter that I am not particularly fond of.

Done by Apogee, which had a number of incredibly fun titles during it's time, this is essentially Wolfenstein 3D in space. The variation in weapons, enemies, and even mechanics makes this game a step forward in the FPS genre. Able to purchase items from vending machines with money that you pick up, instead of it only contributing to your score. It retains all the other fun secret passages, card keys, and everything else that made the FPS golden era what it was..

\u867d\u7136\u4efb\u52a1\u77ed\u4f46\u5f88\u6ee1\u8db3\u3002 Either this game sucks, or this game is only fun in coop mode.

It feels very slow paced. The puzzles are convoluted.
I want to like it, but.. eh.

Cohesive elements are there, an ok storyline.
Graphics are a little subpar, but Ok.

I think it must need coop, but none of my friends have it.. Foreword: I am writing this review of 2 SE for those PAST my level, who know coding and designing games. --For those new to game development--, I wanted to give this a THUMBS DOWN , but since theres no middle rating and I want to be fair to the developers I'll have to include this note here.

Pros:

- + quick interface
- + great for getting an idea how to organize your project if youre mainly a coder
- + good for writers
- + good for artists
- + good for project management

Cons:

- subscription model is WAY too pricy for those starting out
- wish it had better tutorials
- the price...

Summary:

This is a great program for those who need help plotting a story, organizing entities, and in general for those who know how to program and would like a design document 'CMS of sorts'. Love how fast the interface responds, something crucial in any design program. I wouldn't recommend it for those starting out as it's basically a fancy file organizer. But those already with an established project could benefit greatly. There is a one time purchase, which seemed to be the original purchase method, but it takes some fumbling with their website to find, something like \$60 for one time payment. Eitherway this is a program I expect to be coming back to, as they just released V3.

My suggestion:

make one license a \$20 ~ \$25 purchase

each additional user (on a project) would be a commercial license subscription \$5-\$6

put up a simple project lesson example on youtube (a free one would be great exposure)

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